



Date	Issue	Event Type	Event Detail	Inc.	Dec.	Remaining
06/Jul/21 12:00 AM	UOF-17 UOF-18 UOF-19 UOF-20 UOF-21 UOF-23 UOF-25 UOF-29 UOF-30	Sprint started by Jiazheng Li		10 7 8 6 5 5 5 7 4		
11/Jul/21 4:38 AM	UOF-105	Scope change	Issue added to sprint	5		62
11/Jul/21 4:44 AM	UOF-109	Scope change	Issue added to sprint	0		62
15/Jul/21 3:24 AM	UOF-23	Scope change	Issue removed from sprint		5	57
15/Jul/21 9:24 PM	UOF-109	Burndown	Issue completed	0		57
16/Jul/21 9:05 PM	UOF-109	Burndown	Issue reopened	0		57
16/Jul/21 10:40 PM	UOF-30	Burndown	Issue completed		4	53
	UOF-29	Burndown	Issue completed		7	46
16/Jul/21 10:42 PM	UOF-109	Burndown	Issue completed	0		46
	UOF-25	Burndown	Issue completed		5	41
16/Jul/21 10:46 PM	UOF-21	Burndown	Issue completed		5	36
	UOF-20	Burndown	Issue completed		6	30
	UOF-19	Burndown	Issue completed		8	22
	UOF-18	Burndown	Issue completed		7	15
	UOF-17	Burndown	Issue completed		10	5

The velocity of our sprint3 is very skewed towards the end of the sprint. During the sprint, we completed many subtasks of user stories in the middle, but were only able to complete the user stories near the end of the sprint. This is due to the fact that there were lots of dependencies on each subtask, and only once we develop the dependencies, can we complete the user story.

The velocity of our burndown chart for sprint3 is slightly higher to that of sprint2. This is because we had a system that worked well in sprint2 so we followed the same system in sprint3. We are also more experienced with using the technologies that we learned in sprint2, as well as needing to work harder since we have more story points in sprint3.